# SERFSS



## What is Starless?

Starless is a physics-based, collect-a-thon, platforming game, set in the ruins of a civilization.

Discover and explore a rich world and story as Rigel and Bit venture on their epic quest to save their friends.







#### **Physics-based?**

- **★** Simple move set with wide application.
  - **★** Chain moves together.
- **★** Easy to learn, hard to master.

#### Collect-a-thon?

- **★** Plethora of different collectables.
  - **★** Hidden lore and story.
  - **★** Bonus challenges/content.





# World

- ★ Planets set in the Orion constellation.
  - ★ The ruins of a lost civilization.

# Level

- ★ Designed to be immersive.
  - **★** Living ecosystem.
    - ★ 4 areas.
  - **★** Multiple subareas.





# **Target Audience**

Young teens to young adult (12-22).

Platformer enthusiasts, midcore gamers who enjoy a challenge but are still allowed a relaxing game session.

### Platform/Genre

Initial release to PC with the possibility of console ports.

Stylized 3D 3<sup>rd</sup> person platformer.





# **Interest & Niche**

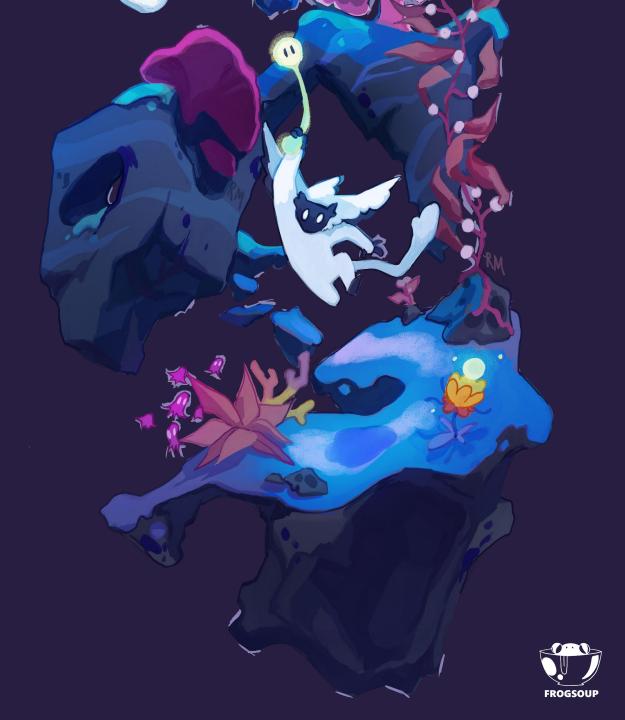
Positive Itch.io reception, 1000+ installs

Discord server with new members joining daily

Interest formed at gaming events

Concept new but familiar

Fresh take on platformers





**Ronja**Environmental Artist



You name it, you paint it.

#### Kit

Director, Designer & Coder



8+ years of coding and game design.

**Kaspian**Art Lead



Makes Rigel shaped.

#### Lukas

Worldbuilding & Level Designer



Enjoying a good story is peak entertainment.

**Jakab**Level Designer & 3D



Makes the world feel alive.



# Roadmap

Kickstarter Gameplay Complete **Preproduction Development** Proof Demo Launch **February** November **December** August September 2023 2022 2022 2022 2022



# Roadmap





# Funding

100k received

150k received

200k received

300k received

400k received

500k received

650k received

# Reward

6 base story levels

+ 2 story level

+ 1 story level + hub (spaceship)

+ 2 bonus levels

+ fishing & cooking

+ bazaar

+ social & quest system



# What we ask of you

We need a backer

**Boost on Kickstarter** 

Financial security

Reputation

We need a publisher

**Advertisement & Distribution** 

Licensing

Localization & Porting

Initial 100k investment 60:40 split after investment recoup



# SFR ESS



FROGSOUP

